

STRANGER THINGS

#306

E PLURIBUS UNUM

Dr. Alexei reveals what the Russians have been building, and Eleven sees where Billy has been. Dustin and Erica stage a daring rescue.

INT. STARCOURT MALL – RUSSIAN BASE – GATE OBSERVATION ROOM HALL

Robin, Erica, Steve, and Dustin watch the Gate opening through the windows. Steve and Dustin look at each other.

STEVE and DUSTIN (IN UNISON): The Gate.

Steve and Dustin look back through the windows.

INT. STARCOURT MALL – RUSSIAN BASE – COMMS ROOM

Erica, Robin, Steve, and Dustin run down the stairs.

ROBIN: I don't understand. You've seen this before?

STEVE: Not exactly.

ROBIN: Then what, exactly?

DUSTIN: All you need to know is it's bad.

STEVE: It's really bad.

DUSTIN: Like, end-of-the-human-race-as-we-know-it kind of bad.

ROBIN: And you know about this how?

Erica looks at the place the comms technician was laying.

ERICA: Um, Steve? Where's your Russian friend?

Steve, Robin, and Dustin look at the place the comms technician was laying. There is only a small pooling of blood on the ground. An alarm starts blaring. Steve runs over to the door.

STEVE: Shit.

Steve opens the door, looking outside. A group of soldiers stand with the comms technician, who is doubled over holding his head. They look up and spot Steve, getting out their weapons and starting to run.

RUSSIAN SOLDIER: Halt! Halt!

Steve quickly closes the door.

STEVE: Shit.

Steve looks at the stairs up to the Russian Gate observation room. The group starts running towards them.

STEVE (CONT'D): Go, go, go, go, go!

DUSTIN: Shit!

INT. STARCOURT MALL – RUSSIAN BASE – GATE OBSERVATION ROOM HALL

Dustin pushes the door open and runs towards the door to the observation room, pulling it open.

STEVE: Move! Let's move!

INT. STARCOURT MALL – RUSSIAN BASE – GATE OBSERVATION ROOM

Scientists turn to look at the group as they burst through the door. Dustin quickly pivots and runs towards the entrance to the Russian Gate room, followed by the others. Soldiers aren't far behind.

STEVE (CONT'D): Go! Shit! Shit, shit, shit! Go, go, go!

INT. STARCOURT MALL – RUSSIAN BASE – GATE ROOM

The group runs down the stairs and onto the landing, running away from the Russian Gate observation room.

INT. STARCOURT MALL – RUSSIAN BASE – GATE OBSERVATION ROOM

Soldiers burst into the room, yelling in Russian. They quickly run towards the entrance to the Russian Gate room.

INT. STARCOURT MALL – RUSSIAN BASE – GATE ROOM

Dustin shrieks as he pushes a hazmat-suited agent out of the way, the group still running away. Soldiers start down the stairs to follow them. The group reaches the end of the platform, standing near the beam trained on the Russian Gate.

DUSTIN: Holy shit! Holy shit! Holy shit! Holy shit! Holy shit! Shit! Holy shit! Holy shit!

Dustin gasps for air.

DUSTIN (CONT'D): Holy shit!

Soldiers run towards them.

ERICA: Guards!

STEVE: This way!

Steve starts down the stairs next to the platform.

ERICA: Go!

Steve pushes an agent out of the way as he reaches the main floor.

STEVE: Oh, shit! Oh, shit!

ERICA: Whoa!

Steve grunts as he pushes a pile of barrels into a pair of soldiers as they run out of a tunnel. The others run past him as soldiers keep chasing.

STEVE: Come on! Go, go, go, go, go!

ROBIN: Come on!

Robin leads them towards a room as soldiers keep chasing.

STEVE: Shit!

ROBIN: This way!

INT. STARCOURT MALL – RUSSIAN BASE – ROOM

Robin opens the door and runs inside.

ROBIN (CONT'D): Come on, quick!

STEVE: Hold the door!

Steve closes the door right as soldiers reach it. They yell in Russian and try to break down the door. Steve struggles to hold it closed.

STEVE (CONT'D): Robin!

The group looks around, finding no exit.

DUSTIN: Shit!

The soldiers continue to try to break down the door. Steve struggles to hold it closed, pushing his weight against it. Robin runs over to help.

STEVE: Help me, come on!

Erica finds a floor vent and lifts the cover.

ERICA: Here! Come on, let's go!

Erica climbs into the vent. Soldiers continue to try to break down the door. Steve and Robin push their weight against the door to keep it closed.

DUSTIN: Come on!

STEVE: Go! Just get out of here!

DUSTIN: Go, come on, now!

STEVE: No! Just go get some help, okay?

Dustin jumps into the vent but hesitates.

STEVE (CONT'D): What are you doing?

STEVE and ROBIN (IN UNISON): Go!

Dustin hesitates.

DUSTIN: I won't forget you!

STEVE and ROBIN (IN UNISON): Go!

Dustin lowers into the vent and closes the cover over him. Robin and Steve grunt as they're thrown backwards by the door opening forcefully, landing against some cabinets. Soldiers run inside, yelling as they aim their guns down at Steve and Robin. Steve and Robin put their hands up in surrender.

INT. HAWKINS MEMORIAL HOSPITAL – WAITING ROOM – NIGHT

The lights flicker, buzzing. Mike, Eleven, Will, Max, and Lucas stand in the middle of the waiting room, looking up. There's a low frequency rumbling. Will reaches up to touch the back of his neck, the hairs on the back of his neck standing up.

WILL: He's here.

Eleven takes a few deep breaths, her expression darkening.

INT. HAWKINS MEMORIAL HOSPITAL – HALLWAY – NIGHT

The Hospital Monster shrieks at Nancy. She stares at it in horror.

NANCY: Shit.

JONATHAN: Nancy!

Nancy backs up towards the fire exit.

JONATHAN (CONT'D): Run!

Nancy tries to push the door open but is unable to, the door blocked by a pile of bags of cement.

NANCY: Damn!

The Hospital Monster starts moving towards Nancy, knocking over a ladder.

JONATHAN: Hey!

Nancy pushes her weight against the door, desperately trying to force it open. Jonathan moves to wrestle an IV pole drip stand away from the wall.

JONATHAN (CONT'D): Come on!

The Hospital Monster shrieks as it moves towards Nancy. Nancy whimpers as she tries to force the door open.

JONATHAN (CONT'D): Hey!

Nancy finally pushes the door open enough for her to slip through.

INT. HAWKINS MEMORIAL HOSPITAL – WAITING ROOM – NIGHT

Eleven, Will, Mike, Lucas, and Max walk past the receptionist's desk.

RECEPTIONIST: Hey, hey, hey! Two at a time!

INT. HAWKINS MEMORIAL HOSPITAL – HALLWAY – NIGHT

Nancy rounds a corner and starts running down the hallway, hearing the Hospital Monster in the distance. She turns her head to look behind her as the Hospital Monster rounds the corner, snarling. It keeps moving towards her. Nancy rounds another corner, looking around for a place to hide as the sound of the Hospital Monster continuing to follow can be heard. It rounds the corner after her, running towards her. Nancy opens a door and runs into the room, shutting the door behind her as the Hospital Monster reaches her, causing it to slam against the door.

INT. HAWKINS MEMORIAL HOSPITAL – PATIENT ROOM – NIGHT

Nancy locks the door and backs away from it, panting as the Hospital Monster pounds on the door. The lock breaks off and clatters to the floor, trapping Nancy inside.

INT. HAWKINS MEMORIAL HOSPITAL – HALLWAY – NIGHT

Jonathan grunts as he limps down the hallway, carrying the IV pole drip stand.

INT. HAWKINS MEMORIAL HOSPITAL – HALLWAY – NIGHT

The Hospital Monster stops pounding on the door. It slowly starts to melt down to sludge, snarling and squelching as it does so.

INT. HAWKINS MEMORIAL HOSPITAL – PATIENT ROOM – NIGHT

Nancy looks down in horror as the sludge begins to seep under the door and push itself through the door vent.

NANCY: Oh, my God.

The sludge pushes itself into the room.

NANCY (CONT'D): Jonathan...

INT. HAWKINS MEMORIAL HOSPITAL – HALLWAY – NIGHT

Jonathan rounds the corner and sees the sludge going into the room through the door. He drops the IV pole drip stand and begins running down the hallway the best he can with his limp.

JONATHAN: No! Nancy!

INT. HAWKINS MEMORIAL HOSPITAL – PATIENT ROOM – NIGHT

NANCY: Jonathan!

Nancy backs away from the sludge as it moves towards her.

INT. HAWKINS MEMORIAL HOSPITAL – HALLWAY – NIGHT

The last of the sludge enters the room through the door. Jonathan reaches the door and pushes his weight against it. He desperately tries the door handle but it unable to open it.

JONATHAN: No, no! Nancy!

INT. HAWKINS MEMORIAL HOSPITAL – HALLWAY – NIGHT

Eleven, Mike, Will, Lucas, and Max stand outside the elevators, waiting for one to open. Max presses the up button repeatedly. Mike looks at the stairwell.

MIKE: Stairs.

The group moves towards the stairwell.

INT. HAWKINS MEMORIAL HOSPITAL – HALLWAY – NIGHT

Jonathan throws his weight against the door, trying to force it open.

JONATHAN: Goddamn it!

INT. HAWKINS MEMORIAL HOSPITAL – PATIENT ROOM – NIGHT

Nancy stares in horror as the sludge slowly reforms into the Hospital Monster. It roars at her before hitting her, sending her flying against a slab of cardboard resting against the wall, which breaks.

INT. HAWKINS MEMORIAL HOSPITAL – HALLWAY – NIGHT

Jonathan uncovers a group of oxygen tanks and grabs one.

INT. HAWKINS MEMORIAL HOSPITAL – PATIENT ROOM – NIGHT

Nancy looks up at the Hospital Monster from the floor.

INT. HAWKINS MEMORIAL HOSPITAL – HALLWAY – NIGHT

Jonathan hits the door handle with the oxygen tank.

INT. HAWKINS MEMORIAL HOSPITAL – PATIENT ROOM – NIGHT

Nancy crawls backwards as the Hospital Monster stalks towards her, sinking down as her back hits the wall.

INT. HAWKINS MEMORIAL HOSPITAL – HALLWAY – NIGHT

Jonathan hits the oxygen tank against the window beside the door, breaking it with each hit.

INT. HAWKINS MEMORIAL HOSPITAL – PATIENT ROOM – NIGHT

Nancy lays on the ground, unable to move anywhere. She stares in fear as the Hospital Monster stands over her, panting. It roars in her face. The door suddenly bursts off its hinges, thrown into the room by Eleven. The Hospital Monster turns around to face her, shrieking. Jonathan, Will, Lucas, Mike, and Max stand behind Eleven.

MIKE: Jesus!

MAX: What the fu-

The Hospital Monster shrieks and starts towards them. Eleven puts her hand out and uses her powers to throw the Hospital Monster against a wall, yelling. She throws it against another wall, then up against the ceiling. Nancy cowers behind the cardboard as Eleven uses her powers to throw the Hospital Monster against the ground. It stands up, shrieking. As it moves towards her, Eleven yells as she uses her powers to throw it backwards through the window. Nancy covers her face as glass rains down on her.

EXT. HAWKINS MEMORIAL HOSPITAL – NIGHT

The Hospital Monster is thrown out of the window, landing on the ground outside with a squelchy splat. Glass lands on the ground around it. It begins to melt down to sludge.

INT. HAWKINS MEMORIAL HOSPITAL – PATIENT ROOM – NIGHT

Eleven turns to Jonathan.

ELEVEN: Go.

JONATHAN: Nancy!

Jonathan runs into the room as the others run to find where the Hospital Monster landed. Jonathan kneels in front of Nancy, holding the sides of her face.

JONATHAN (CONT'D): Are you okay? Are you okay?

Nancy nods, panting.

EXT. HAWKINS MEMORIAL HOSPITAL – NIGHT

Eleven pushes the doors open and runs outside, followed by the others. Eleven puts her arms out to stop them as they watch the sludge retreat down a drain, leaving large bone chunk behind.

INT. BRIMBORN STEELWORKS – BASEMENT – NIGHT

The sludge pushes itself through a sewer vent and onto the ground, moving until it reaches the Spider Monster. Billy and Heather watch as the sludge climbs up the Spider Monster and joins it.

BILLY: It's time.

Cut to black.

MAIN TITLES.

CHAPTER SIX: E PLURIBUS UNUM.

EXT. FUN FAIR – DAY

Various workers set up rides, games and food stands for the Fun Fair. A few workers set up a large stage. Kline stands in the fairgrounds near the stage, looking around with a cigar in his mouth and sunglasses on to hide his black eyes. He nods, smiling, before he turns around and sees a man setting up a hot dog stand in the middle of a walkway. He grumbles and takes the cigar out of his mouth.

KLINE: Hey! Excuse me.

Kline walks towards the hot dog stand.

KLINE (CONT'D): Excuse me. Excuse me. What...what are you doing? What's...what's this doing here?

HOT DOG VENDOR: What?

KLINE: Your stand. It's right in the main thoroughfare.

HOT DOG VENDOR: Where do you want it, sir?

Kline scoffs, gesturing towards the food stalls.

KLINE: Over there with the rest of the goddamn food stalls.

The hot dog vendor nods and moves to the end of the stand.

KLINE (CONT'D): It isn't rocket science.

The hot dog vendor begins to push the stand towards the food stalls.

KLINE (CONT'D): Sheesh, do I have to do everything myself?

Kline catches sight of Grigori, who stares at him while leaning on the fencing surrounding the Gravitron ride. Kline lifts his sunglasses, looking at Grigori. He takes a breath and lowers his sunglasses, before putting on a smile with his cigar in his mouth.

KLINE (CONT'D)(O.S.): My friends in state PD...

INT. FUN FAIR – GAVITRON – DAY

Kline and Grigori walk inside.

KLINE (CONT'D): Highway patrol, they're all on the lookout. I got eyes everywhere. The second he pops up...I get a call.

GRIGORI: A call?

KLINE: Yes. A call.

Kline chuckles.

KLINE (CONT'D): I mean, what more do you people want me to do?

GRIGORI: We want you to find him.

Kline sucks the inside of his top lip.

KLINE: Let me explain something to you. This man is a moron, okay? He's driving around in a yellow convertible, for Christ's sakes. He sticks out like a sore thumb. I will find him. And, when I do, may I suggest you bring some backup with you this time?

GRIGORI: Backup?

KLINE: Some comrades. Since last time, he got the better of you.

Grigori grabs Kline and pushes him into the control stand in the middle, causing him to hit the control lever. The door closes and music starts up. Grigori pulls Kline away and pushes him into the railing. The door hisses closed, and the ride starts spinning. Grigori holds Kline against the railing by his throat.

KLINE (CONT'D): Please...I-I didn't mean that. You...you don't need backup.

Grigori leans in.

GRIGORI: This man is your fault, your problem. You're lucky you still breathe.

Kline starts to choke.

KLINE: Very lucky.

Kline's sunglasses fly off his head as the ride spins faster. Grigori uses his free hand to hold the rail for stability.

KLINE (CONT'D): Please. I'm sorry. I-I have a bad temper. I'm going to therapy.

GRIGORI: You have one day to find this man for me. Nod if you understand.

Kline gives a small nod, still choking.

EXT. MURRAY'S WAREHOUSE – FRONT YARD – DAY

Hopper pulls up and parks outside. He grabs the Burger King bag and Slurpee out of the front seat, holding the bag in his mouth as he closes the car door. He grabs the bag out of his mouth as he walks towards the front door.

HOPPER (O.S.): Two Whoppers...

INT. MURRAY'S WAREHOUSE – LOUNGE ROOM – DAY

Joyce, Murray, and Alexei sit on the couches, with Alexei happily watching the Woody Woodpecker Show on TV. Hopper bends over the table, pulling things out of the Burger King bag as he says what they are.

HOPPER (CONT'D): Extra ketchup, large fry, pack of Marlboro Reds, and one extra-large...

Hopper places the Slurpee down hard enough for it to make a noise when it hits the table.

HOPPER (CONT'D): Slurpee.

Hopper sits down on the couch with a burger in his hands. Alexei sits up and awkwardly tucks a napkin into his collar, still watching the TV.

HOPPER (CONT'D): Burger King is nowhere near the 7-Eleven, by the way.

Hopper takes a bite of the burger.

MURRAY: Never said it was.

HOPPER: Let's try this again. Joyce.

Alexei starts eating. Hopper throws the burger wrapper onto the table.

JOYCE: Alexei...

Alexei looks at Joyce.

JOYCE (CONT'D): The generators, what are they powering?

HOPPER: And tell him that we know it is not the Starcourt Mall, so he can stop selling us that crap.

MURRAY: (in Russian) Those generators you were working on, what are they powering? We know it's not the mall.

Alexei takes a slurp of the Slurpee, then spits it out. He sets the cup down on the table.

ALEXEI: (in Russian) This tastes like shit strawberry.

HOPPER: What'd he say?

MURRAY: He says, "it's strawberry".

HOPPER: I'm sorry?

MURRAY: His...Slurpee. He says it's strawberry.

HOPPER: So what?

Alexei cleans himself off with the napkin and sits back in the chair.

JOYCE: Hop, he did ask for cherry. I mean...

HOPPER: Well, they didn't have cherry. They didn't have it. And it doesn't matter, because it all tastes the same, okay? It is sugar on ice. You tell him that.

MURRAY: Tell him what?

HOPPER: You tell him that it all tastes the goddamn same!

Murray gives a tight-lipped smile. Hopper takes an annoyed bite of his burger.

MURRAY: (in Russian) It's all the same. Sugar on ice. No difference.

ALEXEI: (in Russian) Tell the stupid man it is not the same in the slightest, and I would like the cherry I requested.

MURRAY: He respectfully disagrees. It's not the same at all, and he would like...cherry.

Alexei chuckles at something on the TV.

HOPPER: Oh, yeah? You tell him...he can forget it.

MURRAY: (in Russian) He says forget it. No cherry.

Alexei looks from Murray to Hopper. Hopper stares at him, looking a little deranged. Alexei looks back at the TV.

ALEXEI: (in Russian) No cherry, no deal.

Alexei laughs at something on the TV.

MURRAY: He says, "no cherry...no deal".

Hopper leans forward, smacking his lips. Alexei looks at him smugly.

MURRAY (CONT'D): Yeah.

Hopper gives Alexei a small smile.

HOPPER: Hmm.

Hopper inhales sharply.

HOPPER (CONT'D): Mmm.

Hopper suddenly stands up and lunges at Alexei, yelling. Alexei leans backwards, yelling. Joyce and Murray jump up, also yelling.

MURRAY: Oh, shit!

JOYCE: No, Hop-

Hopper grabs Alexei and pulls him out of the chair, throwing him onto the table.

MURRAY: Wait, wait, wait, wait, wait!

HOPPER: I'm not gonna hurt him!

JOYCE: What are you doing?

Hopper pulls Alexei back and throws him into the chair, causing it to lean all the way back so Alexei hits his head on the ground.

MURRAY: Come on! Come on!

Hopper pulls Alexei up and starts walking him to the front door.

HOPPER: I'm just giving him an opportunity to...

INT. MURRAY'S WAREHOUSE – FOYER – DAY

Hopper pushes Alexei against the wall next to the front door, holding him there as he unlocks the door.

HOPPER (CONT'D): To get his own damn...

Hopper opens the door and walks Alexei outside.

EXT. MURRAY'S WAREHOUSE – FRONT YARD – DAY

HOPPER (CONT'D): Cherry Slurpee!

Hopper throws Alexei to the ground. Alexei grunts as his hits the ground, his glasses falling off. He scrambles to grab his glasses and put them on. Murray and Joyce watch from around the door.

Hopper throws Troy's car keys to the ground near Alexei's head before throwing the handcuff keys directly at him, making Alexei cower and whimper when they hit him.

INT. MURRAY'S WAREHOUSE – FOYER – DAY

Hopper shuts the door. Joyce and Murray stand behind him.

MURRAY: Jim, that man is an enemy of the state.

HOPPER: Yeah, who's been jerking us around for a full day! I get him his cherry Slurpee, then what? He wants a helicopter to charter him to his own private island. I have dealt with assholes like this my entire life.

EXT. MURRAY'S WAREHOUSE – FRONT YARD – DAY

Alexei pushes himself onto his knees and shuffles over to the handcuff keys, picking them up and using them to unlock the handcuffs.

HOPPER (CONT'D)(O.S.): Yesterday, in the woods, he could've escaped, but he didn't.

The one of the handcuffs unlocks. Alexei looks at the closed door and chuckles.

INT. MURRAY'S WAREHOUSE – FOYER – DAY

HOPPER (CONT'D): He stuck with us. Why do you think that is? It's because...he's scared.

EXT. MURRAY'S WAREHOUSE – FRONT YARD – DAY

Alexei picks up Troy's car keys before looking back at the car, smiling.

HOPPER (CONT'D)(O.S.): He's scared.

Alexei scrambles to get up.

INT. MURRAY'S WAREHOUSE – FOYER – DAY

HOPPER (CONT'D): Not of us, of them. He's scared of that seven-foot-tall Russian freak who could've killed him just as easily as us. Smirnoff knows that if he runs back to his comrades without a scratch on him, they're gonna think that he spilled his guts. So, whether he likes it or not, we...

Hopper claps his hands together.

HOPPER (CONT'D): Are the best chance he's got.

EXT. MURRAY'S WAREHOUSE – FRONT YARD – DAY

Alexei jumps into the car, tripping slightly when his foot catches on the door.

ALEXEI: Ooh!

Alexei sits up straight.

INT. MURRAY'S WAREHOUSE – FOYER – DAY

HOPPER: I give him 30 seconds before he comes knocking on that door, right back into our arms, with a new sense of humility.

EXT. MURRAY'S WAREHOUSE – FRONT YARD – DAY

Alexei turns the key in the ignition. 'Neutron Dance' by The Pointer Sisters starts playing on the radio.

THE POINTER SISTERS (ON RADIO): (singing) I don't wanna take it anymore...

Alexei laughs.

INT. MURRAY'S WAREHOUSE – FOYER – DAY

The faint sound of music and Alexei laughing can be heard.

MURRAY: Jim...

JOYCE: Uh...

MURRAY: I, uh, believe he has started the car.

Hopper looks slightly nervous but tries to play it off.

JOYCE: Hopper.

HOPPER: You know, testing us. He's just calling my bluff.

EXT. MURRAY'S WAREHOUSE – FRONT YARD – DAY

Alexei starts to reverse.

THE POINTER SISTERS (ON RADIO): (singing) Cause I work so hard to make it every day...woo-ooh...

Alexei puts the car into drive and starts driving out of the driveway.

INT. MURRAY'S WAREHOUSE – FOYER – DAY

MURRAY: I believe he is now driving away.

Hopper shakes his head, grumbling. Joyce scoffs and moves towards the door, but Hopper blocks it. She attempts to push him out of the way.

JOYCE: Jim. Jim, move.

HOPPER: Joyce.

JOYCE: Move.

HOPPER: Joyce. Joyce.

JOYCE: Move, move!

Joyce pushes Hopper out of the way, causing him to stumble.

HOPPER: Joyce!

Joyce opens the door.

EXT. MURRAY'S WAREHOUSE – FRONT YARD – DAY

Joyce and Murray run out to find Alexei stopped at the end of the driveway, not moving. Hopper walks out after them.

THE POINTER SISTERS (ON RADIO): (singing) Yeah...ooh-ooh, huh...yeah...and it's hard to say...

Hopper crosses his arms.

THE POINTER SISTERS (CONT'D)(ON RADIO): (singing) Just how some things never change...and it's hard to find...any strength to draw the line...ooh, I'm just burning doin' the neutron dance...

Alexei starts reversing back down the driveway.

THE POINTER SISTERS (CONT'D)(O.S.): (singing) I'm just burning doin' the neutron dance...

Hopper looks smug as Alexei turns the engine off. Alexei gets out of the car and shuts the door, muttering in Russian as he walks towards Hopper. He hands Troy's car keys to Hopper as he walks past, heading back into the house. Hopper looks at Joyce and Murray with an expression that says, "what did I tell you?"

HOPPER: I'm sorry, what did he say?

MURRAY: He says he likes strawberry, too.

Hopper pouts slightly and looks at Joyce, tossing the keys in the air.

INT. STARCOURT MALL – RUSSIAN BASE – HALLWAY

Soldiers walk in two file lines, marching in time while holding guns. The camera travels down through the floor, showing the pipes underneath, and continues.

DUSTIN (O.S.): So, when we set fire to the Hub, we drew the demodogs away so El could close the Gate.

INT. STARCOURT MALL – RUSSIAN BASE – VENTS

Dustin and Erica sit next to a fan. Dustin works on the control panel, trying to find a way to turn the fan off so they can climb through. Erica torches shine in his face.

DUSTIN (CONT'D): But now, for some insane reason, the Russians appear to be trying to reopen it, which just destroys everything we risked our lives for.

ERICA: By "we", you're including Lucas?

DUSTIN: Yes, of course.

ERICA: So, all that shit you told me, Lucas was there?

DUSTIN: Yeah.

ERICA: My brother, Lucas Charles Sinclair?

DUSTIN: Yes!

ERICA: I don't believe you.

DUSTIN: Wait, so you believe everything about El and the Gate and the demodogs and the Mind Flayer, but you question your brother's involvement?

ERICA: That's correct.

DUSTIN: Makes total sense.

Dustin goes back to trying to work the control panel.

ERICA: Um, do you need help with that?

DUSTIN: No.

ERICA: Well, I mean, it's taking a while, so-

DUSTIN: Yeah, no shit, Sherlock.

ERICA: Alright, so if we don't find a more efficient method to stop these fans, we're never gonna find help, and your ice cream buddies are screwed.

DUSTIN: Yeah, with that attitude, they are. Jee-zus!

ERICA: I'm just being realistic.

Erica checks her watch.

ERICA (CONT'D): I mean, we've made it about point-three miles in nine hours.

Dustin stops to stare at Erica.

ERICA (CONT'D): Then we had to walk three hours down that tunnel, so I'd estimate ten miles back to the elevator, which should take us approximately twelve-and-a-half days.

DUSTIN: Did you just do all of that in your head?

ERICA: I'm good with numbers.

DUSTIN: Holy shit. You're a nerd.

ERICA: Come again?

DUSTIN: You...are...a...nerd.

ERICA: Okay, you better take that back, nerd.

DUSTIN: Can't put the truth back in the box.

ERICA: But it's not the truth.

DUSTIN: Let's examine the facts, shall we? Fact one: you're a math whiz, apparently.

ERICA: That was a pretty straightforward equation.

DUSTIN: Fact number two: you're a political junkie.

ERICA: Just because I don't agree with Communism as an ideology-

DUSTIN: Fact number three: you love My Little Pony.

Dustin grabs Erica's bag and shows it to her for proof, the front being My Little Pony themed. Erica grabs her bag.

ERICA: And what does My Little Pony have to do with this?

DUSTIN: Ah, let's recall the ponies' latest adventure, shall we? The evil centaur team and Tirek...

Erica's mouth drops open in disbelief.

DUSTIN (CONT'D): ...turns Applejack into a dragon at Midnight Castle, and then Megan and the other ponies have to use Moonchick's magic to defeat his rainbow of darkness, saving them from a lifetime of enslavement. All the pink in the world can't disguise the irrefutable fact that centaurs and castles and dragons and magic are all standard nerd tropes. Ergo, My Little Pony is nerdy. Ergo, you, Erica, are a nerd.

Erica gives a smile as if to say, "I've got you now".

ERICA: And how do you know so much about My Little Pony?

DUSTIN: Because I'm...

Dustin takes the cover off the control panel and looks at Erica.

DUSTIN (CONT'D): A nerd.

Erica looks annoyed. Dustin reaches into the control panel and pulls at the wires. The fan makes a powering down noise as it slowly stops spinning, the power cut.

DUSTIN (CONT'D): Let's go...nerd.

Erica looks even more annoyed.

ERICA: You...

Dustin climbs through the fan and continues down the vent. Erica follows.

INT. STARCOURT MALL – RUSSIAN BASE – ROOM

Steve sits on a bench, hands tied behind his back. Ozerov and a soldier stand in front of him. The soldier punches him in the face. He groans, blood dripping from his mouth. His mouth, chin, and throat are already caked in blood, no doubt from many previous punches. The collar of his uniform is stained with blood. His hair has lost all of its usual volume, weighed down by sweat.

STEVE: That one stung.

Steve gasps for air.

OZEROV: Who do you work for?

STEVE: For the millionth time, I work at Scoops Ahoy!

Ozerov looks at the soldier.

STEVE (CONT'D): Scoops Ahoy.

The soldier steps forward and punches Steve in the stomach, making him groan.

STEVE (CONT'D): What the hell?! Look at my outfit! Look at my outfit! You think I just wear this?! Think I'm a spy in a sailor's uniform?

The soldier steps forward and punches Steve in the stomach again, making him groan. He grunts.

OZEROV: How did you get in?

Steve gasps.

STEVE: I already told you. I told you before.

Steve gasps for air.

STEVE (CONT'D): My delivery didn't come, my friends and I, we thought it was left at the loading dock, so we went into the room, and then it turned into an elevator, and then...and then we dropped and then, next thing we know, I open my eyes, and we're in this...wonderful facility. But I swear to God, nobody knows about us, nobody saw us. You could just let us go, all right? And I'm not gonna tell anybody about this, okay? Shit happens, life goes on. And, uh...ice...ice-cream. Ice cream, okay? You guys know what ice cream is. Everybody loves ice cream. I don't know if you have Russian ice cream or if that's considered gelato. I don't know what's what, but whatever you guys want, seriously.

Ozerov looks at Steve with a slightly confused, very annoyed expression.

STEVE (CONT'D): USS Butterscotch, I mean, you gotta try it. It is out of this world, I'm telling ya!

Ozerov bursts into laughter, prompting the soldier to do the same. Steve laughs nervously.

OZEROV: I like this guy! "USS...Butterscotch".

Ozerov laughs, as does the soldier. Steve laughs nervously. They stop laughing. Ozerov puts his hands on his knees, getting down to Steve's eye level. Steve stares at him, nervous.

OZEROV: Who do you work for?

Steve looks between Ozerov and the soldier, realising what's about to happen.

STEVE: Oh, come on. No, no! No, seriously-

The soldier hits Steve hard across the face, knocking him out cold.

INT. STARCOURT MALL – RUSSIAN BASE – HALLWAY

Two soldiers drag the unconscious Steve down the hallway, one of them being the soldier from before, his fist caked in Steve's blood.

INT. STARCOURT MALL – RUSSIAN BASE – ROOM

The two soldiers open the door and toss Steve to the ground. Another pair of soldiers open another door, pulling the struggling Robin inside.

ROBIN: Get your hands off me!

The soldiers toss Robin to the ground next to Steve. She lands with a groan, wincing. Robin quickly pushes herself over to check on Steve. He now has a really bruised eye.

ROBIN (CONT'D): Hey...Steve?

Robin pushes herself to a kneeling position, shaking Steve's shoulder.

ROBIN (CONT'D): Steve? Steve?

A soldier opens the door for Ozerov to walk into the room.

ROBIN (CONT'D): Steve?

Robin looks up at Ozerov.

ROBIN (CONT'D): What did you do to him? What did you do?

Ozerov slaps Robin across the face, causing her to groan and fall to the ground.

OZEROV: (in Russian) Put them in the chairs.

The soldiers in the room work to manhandle Steve and Robin up. Robin struggles.

ROBIN: Don't touch me!

The soldiers manhandled Steve and Robin into chairs, sitting back-to-back.

ROBIN (CONT'D): Steve-

The soldiers start tying straps around the pair, tying them together.

ROBIN (CONT'D): Steve, wake up. Steve?

Robin grunts as the soldiers tighten the straps.

ROBIN (CONT'D): What did you do?!

Robin grunts as she tries to struggle against the ties, but they're too tight. Ozerov stands in front of Steve, grabbing his hair to hold his head up.

ROBIN (CONT'D): Don't touch him.

Ozerov clicks his tongue in disappointment, dropping Steve's head.

ROBIN (CONT'D): Steve? Steve, can you hear me?

Ozerov walks around to stand in front of Robin.

OZEROV: I think your friend need a doctor. Good thing...

Ozerov bends down in front of Robin.

OZEROV (CONT'D): We have the very best.

Ozerov turns around to look at a soldier, laughing. This prompts the soldiers to laugh. Ozerov turns back to Robin, still laughing. She spits in his face. Ozerov and the soldiers stop laughing. Ozerov wipes his face with a napkin, looking at it. He looks at Robin, who stares back defiantly.

OZEROV (CONT'D): You are going to regret that, (in Russian) little bitch.

Robin looks a little scared. Ozerov stands up straight and mutters something in Russian. He heads towards the door, followed by the soldiers.

ROBIN: Bastards. Let us outta here!

Ozerov and the soldiers ignore her.

ROBIN (CONT'D): Bastards! Let us out! Let us out!

INT./EXT. VOID

Eleven walks through the Void, looking around.

INT. HOPPER'S CABIN – ELEVEN'S ROOM – DAY

Eleven sits on the floor, blindfold tied around her head. The TV plays static. In front of her rests a photo of the Holloways, a church flyer picturing Mrs. Driscoll, a newspaper article with Bruce's photo, and a photo of Billy. A pile of bloody tissues and a tissue box rest on the ground next to her. Eleven reaches for a tissue and wipes the blood from under her nose, before discarding it on the pile.

MIKE (O.S.): It can't be good for her to be in there for this long.

INT. HOPPER'S CABIN – LOUNGE ROOM – DAY

Max and Lucas sit on couches. Jonathan and Will sit on either side of the kitchen bench. Nancy stands in the kitchen on the phone. Mike paces the lounge room.

MAX: Mike, you need to relax.

MIKE: What if she gets brain damage or something?

LUCAS: Oh, shit. Is that, like, a real thing?

MAX: No, it's not. He made it up. Mike doesn't know what the hell he's talking about.

MIKE: Oh, and you do?

MAX: No, I...

Max and Mike continue arguing as the camera moves towards Nancy. Jonathan and Will watch her.

INT. HOPPER'S CABIN – KITCHEN – DAY

NANCY: Yes, from the Hawkins Post. I...I called a couple days ago about the-

There's an indistinct voice on the phone.

NANCY (CONT'D): Yes, yes, um...I was just...following up to see if anything else had gone missing, or if...okay. Um, sorry to bother-

There's a dial tone sound. Nancy looks at the phone before hanging it up. Jonathan crosses Blackburn's Farm Supply out in the phone book. There are already a few farms and supply locations crossed out. Nancy walks over to the bench.

NANCY (CONT'D): Who's next?

JONATHAN: There is no next. Unless you want to start calling random people's homes.

Nancy drops her notepad on the bench.

NANCY: It doesn't make any sense.

JONATHAN: What part of any of this makes sense?

NANCY: There's a pattern, okay? A consistency to their behaviour. They've been feeding on these chemicals since this started, and...and, what, they just stop, out of the blue?

WILL: Maybe they have all the chemicals they need? Maybe they've all turned into those...things.

NANCY: But what about the source? I mean, did the Mind Flayer just suddenly stop infecting people? And even if the flayed are monsters now, why can't El find them?

MAX: Okay, can you guys settle an argument for us?

Nancy, Jonathan, and Will look over to see Max and Mike walk towards them. Lucas follows.

MAX (CONT'D): Who do you think should decide El's limits? Mike or Eleven?

MIKE: The way that you frame that is such bullshit.

MAX: It's not bullshit, Mike. This is your whole problem. And it's also precisely the reason why she dumped your ass.

NANCY: El dumped you?

Mike gestures at Max.

MIKE: Yeah, because she is conspiring against me. She's corrupting her.

MAX: No, enlightening her. The fact is, she's not yours. She's her own person, fully capable of making her own decisions.

MIKE: She's risking her life for no reason.

NANCY: For no reason? Mike, the flayed are out there doing God knows what.

LUCAS: Killing, flaying...

WILL: Transforming into monsters.

NANCY: And El's not stupid. She knows her abilities better than any of us.

MAX: Exactly, thank you.

NANCY: And she is her own person.

MAX: Exactly.

NANCY: With her own free will.

MAX: Exactly. El has saved the world twice, and Mike still doesn't trust her.

MIKE: You wanna talk about trust, really? After you made Eleven spy on us?

LUCAS: Wait, what?

MIKE: Oh, she didn't tell you this?

LUCAS: No.

MIKE: Your girlfriend used El's powers to spy on us.

MAX: No, no, no, I did not make her. It was her idea. And why are we even talking about this, seriously?

WILL: Yeah, who cares?

LUCAS: I care.

MIKE: Yeah. I guess girlfriends don't lie, they spy.

MAX: We were just joking around.

MIKE: Wouldn't it've been so funny if I was taking a massive shit or something?

MAX: You weren't.

MIKE: But what if I was?

MAX: Then gross!

NANCY: Seriously, Mike?

MIKE: I'm just trying to demonstrate how careless Max is with Eleven's powers. In fact, how careless all of you are. You're treating her like some kind of machine when she's not a machine, and I don't want her to die looking for the flayed, when they've obviously vanished off the face of the Earth. So can we please come up with a new plan because I love her and I can't lose her again.

Max looks shocked at Mike's revelation. Nancy and Jonathan stare at him. Lucas and Will smile, looking a little smug. The sound of a door opening makes everyone look in its direction, seeing Eleven slowly walk out of her room and stand at the edge of the kitchen. She looks a little confused.

ELEVEN: What's going on?

MIKE: Nothing. Nothing.

LUCAS: Just a family discussion.

ELEVEN: Oh.

Eleven looks as though she's not quite sure what to say. She looks at Nancy.

ELEVEN (CONT'D): I found him.

NANCY: Found who?

EXT. MURRAY'S WAREHOUSE – FRONT YARD – DAY

MURRAY (O.S.): He calls it the key, and this key emits a great energy.

Alexei speaks Russian off screen.

INT. MURRAY'S WAREHOUSE – LOUNGE ROOM – DAY

Murray and Alexei sit on couches. Hopper and Joyce sit on the floor. Alexei's plans are spread out on top of the coffee table. Hopper, Joyce, and Alexei all smoke cigarettes.

MURRAY (CONT'D): It requires much strength, power.

Alexei speaks Russian.

MURRAY (CONT'D): Those houses, like the one you found, they're located near, uh, transformers. They're stealing from your town's power grid.

HOPPER: Why build this key here? Why are they not doing this in their own backyard? What are they trying to do, blow us to smithereens?

Murray translates into Russian for Alexei. Alexei chuckles, then speaks Russian.

MURRAY: There were many of these, uh, keys before in Russia, but they turned out wrong. They had to come to where the...where the, uh...

HOPPER: Where the what?

MURRAY: I don't understand what he's saying.

JOYCE: I thought you were fluent.

MURRAY: Oh, I'm sorry. Are my free translation services not good enough for you? Because you can just go ahead and file your complaint right up my ass!

Alexei grabs the empty chips container and the Slurpee straw, holding them up to show Joyce and Hopper.

HOPPER: What is Smirnoff doing?

MURRAY: He's showing me.

Alexei speaks Russian, putting one end of the straw against one side of the chip container.

MURRAY (CONT'D): Oh, okay. Uh, he says the straw, they're using it to penetrate a hole in...a box?

Hopper rolls his eyes. Alexei demonstrates again, speaking Russian.

MURRAY (CONT'D): Okay, sorry, sorry. The straw represents the key, which emits a great energy.

Alexei speaks Russian.

MURRAY (CONT'D): They're using this energy...to break through a barrier, to open...a doorway. A doorway between worlds.

Alexei tries to stab the chip container with the straw.

Flashback to #301. The Russian Gate room. The beam focused on the wall, opening a crack. The beam sputters, the crack closing. The device explodes, sending sparks of electricity into all those in the room.

Joyce and Hopper share a look before looking away. Hopper looks worried. Alexei speaks Russian.

MURRAY (CONT'D): But it seems this key was only half of the equation. Location...location was the other half.

Murray drops the chip container and grabs a burger wrapping, unfurling it and holding it out to Joyce.

JOYCE: Oh, what-

Joyce takes the wrapped from Alexei and holds it up. Alexei speaks Russian.

MURRAY: In Hawkins, this door had been opened once.

Alexei speaks Russian.

MURRAY (CONT'D): It was still...healing.

Alexei stabs the straw through the burger wrapper.

Flashback to #305. The Starcourt Mall Russian Gate room. Agents in hazmat suits watch as the machine starts working, firing a steady beam at the wall.

Flashback to #301. Outside Starcourt Mall. The lights inside and outside shut off. The lights in Hawkins shut off.

Flashback to #301. The Byers kitchen. The magnets shaking before falling off, the papers they held flying to the ground.

JOYCE: So, this door is open now?

Murray translates into Russian for Alexei, who answers in Russian.

MURRAY: He says it is...opening.

Flashback to #301. The Starcourt Mall Russian Gate room. A beam creates a crack in the wall.

Flashback to #301. The Brimborn Steelworks basement. Black particles shake and move together, forming a small shadow that looks like a tornado.

Flashback to #301. A theatre in Star Cinemas. Will touching the back of his neck.

Joyce looks at Hopper. She hurriedly stands up.

HOPPER: Where are you going?

JOYCE: To call our children.

Joyce walks away. Hopper stands up. Alexei points at the TV, looking at Murray.

ALEXEI: (in Russian) Can we watch Looney Tunes now?

MURRAY: Nyet.

Alexei gives a saddened nod.

INT. MURRAY'S WAREHOUSE – KITCHEN – DAY

Hopper walks in, panting. He picks up Murray's bottles of liquor before setting them down, grumbling. He walks around, opening cupboards. Murray walks up to him.

MURRAY (CONT'D): Can I help with something?

HOPPER: Whiskey. You have whiskey?

MURRAY: No, but I do have vodka.

Hopper sighs and leans against the stove. Murray walks over to the fridge, grabbing out a bottle of vodka. He walks over to a bench and grabs two cups, pouring some vodka into them. He grabs the cups and walks over to Hopper, handing him one before leaning against the stove, setting the bottle on the table. The two men clink glasses before downing the vodka. Hopper grimaces and inhales sharply but holds his glass out.

MURRAY: Oh!

Murray grabs the bottle and refills both glasses.

HOPPER: If there's a way to start this key, there's gotta be a way to stop it, yeah? Turn it off?

The two men look at each other before downing the vodka. Hopper inhales sharply. Murray sighs.

MURRAY: Right.

HOPPER: Right?

Hopper sets his glass face down on the bench and walks towards the lounge room.

INT. MURRAY'S WAREHOUSE – LOUNGE ROOM – DAY

Alexei sits on the couch. Murray sits down next to him. Hopper sits on the coffee table in front of Alexei.

MURRAY: (in Russian) The key, is there a way to turn it off?

Alexei speaks Russian.

MURRAY (CONT'D): He says, "of course he could turn it off. Could...Edison not turn off a lamp, could Bell not hang up a phone?" Cocky bastard. "But..."

HOPPER: But what?

Alexei speaks Russian.

MURRAY: But he is now...

Murray shakes his head slightly.

MURRAY (CONT'D): "Naked".

Hopper raises his eyebrows. Alexei shrugs.

MURRAY (CONT'D): Sorry, "exposed". Compromised.

Hopper grabs Alexei by the shoulders and pulls him closer.

HOPPER: Hey, I will get you there. I will get you to your key.

Murray translates into Russian for Alexei. Alexei starts laughing. Hopper lets him go, and he falls back against the couch, still laughing.

HOPPER (CONT'D): You wanna ask him what the hell's so funny about that?

Murray translates into Russian for Alexei, who replies in Russian.

MURRAY: He says he likes your courage. You remind him of a...

Murray clears his throat.

MURRAY (CONT'D): Fat Rambo.

Hopper rubs his eyes briefly, then holds his chin. Alexei speaks Russian.

MURRAY (CONT'D): But he says that even thin Rambo couldn't get there.

Alexei speaks Russian. Hopper lets go of his chin and sits back slightly.

MURRAY (CONT'D): This key, it is in an underground fortress designed by the greatest Russian minds, guarded by their greatest warriors.

Alexei speaks Russian.

MURRAY (CONT'D): Breaking in is...impossible.

Hopper gives a thin smile.

INT. STARCOURT MALL – RUSSIAN BASE – CANISTER STORAGE ROOM

Two lines of cases containing the tubes of green liquid line the room. Dustin opens a floor vent and pokes his head out, standing up. Erica stands up after him. They look around, neither of them out of the floor higher than their armpits.

DUSTIN: Jackpot.

Dustin and Erica climb out of the vent, standing up and looking around. Dustin catches sight of a cart and grins.

DUSTIN: Oh-ho-ho!

Dustin runs down the stairs to the cart. Erica follows.

ERICA: Do you even know how to drive?

Dustin climbs into the driver's seat.

DUSTIN: How hard can it be? Max did it?

Dustin goes to turn the cart on but finds the keys missing.

DUSTIN (CONT'D): Ah, come on.

ERICA: You seriously thought they'd just leave keys in there?

Dustin starts rummaging around.

DUSTIN: There's gotta be a spare.

Erica sighs and rolls her eyes, walking away to look around. Dustin continues to rummage around.

Erica looks down the corridor of cases they came from, then continues. She stands in front of a locked, large empty cage, looking at it.

ERICA: Hey, Dustin?

DUSTIN: Yeah?

ERICA: How big did you say that Demogorgon was?

Dustin gets out of the cart to look in different spots.

DUSTIN: Big. Nine feet or so. Why?

Erica looks to the left of the cage and spots something, grinning before walking over. Dustin comes across a locked panel. He grabs a screwdriver and uses it to unlock the case, reaching inside and grabbing a pair of keys. He smiles.

DUSTIN (CONT'D): Found 'em.

Dustin looks to where Erica just was but finds she's no longer there. She's no longer anywhere.

DUSTIN (CONT'D): Erica?

There's a loud zapping noise behind Dustin, making him jump and turn around. He sees Erica holding a cattle prod, sparking it.

DUSTIN (CONT'D): What the hell is that?!

Erica shrugs, turning the cattle prod off.

ERICA: A deadly weapon. Could be useful.

Erica points the cattle prod at Dustin and sparks it, making him jump. She turns it off.

DUSTIN: For what?

ERICA: What do you think? Taking down Commies, saving your friends.

DUSTIN: Thought you were more realistic than that, nerd.

Erica rolls her eyes, walking away to get into the passenger side of the cart.

DUSTIN (CONT'D): We don't even know where they are, and even if we did, there are a million guards up there with weapons way deadlier than that.

Dustin walks over to the cart.

DUSTIN (CONT'D): The best thing we can do for them is to get out of here and find help.

Dustin climbs into the driver's seat but has to dodge the cattle prod.

DUSTIN (CONT'D): Easy with that. Our chance of surviving, and theirs, rises substantially. Just trust me on this. Please?

Dustin puts the keys in the ignition and turns them, the cart turning on.

INT. STARCOURT MALL – RUSSIAN BASE – HALLWAY

ROBIN (O.S.): Help!

Robin's voice echoes.

ROBIN (CONT'D)(O.S.): Help!

INT. STARCOURT MALL – RUSSIAN BASE – ROOM

Robin and Steve sit tied to chairs. Steve is still unconscious.

ROBIN (CONT'D): Help!

STEVE: (groggy) Hey, would you stop yelling?

ROBIN: Steve! Oh, my God! Steve...are...are you okay?

STEVE: My ears are ringing, and I can't really breathe, my eye feels like it's about to pop out of my skull, but, you know, apart from that, I'm doing pretty good.

ROBIN: Well, the good news is that they're calling you a doctor.

Robin chuckles. Steve lifts his head, looking around.

STEVE: Is this his place of work? I love the vibe.

Robin chuckles.

STEVE (CONT'D): Charming.

ROBIN: Yeah, tell me about it. So, okay, do you see that table over there to your right?

Robin looks at a medical table at the side of the room. Steve looks to his left.

ROBIN (CONT'D): No, your other right.

STEVE: Oh.

Steve turns his head.

ROBIN: Yeah, okay. And do you see those scissors?

STEVE: Uh-huh.

ROBIN: Yeah, well, I think that if we move at the same time, we could get over there, and then maybe I could kick the table and knock them into your lap.

STEVE: And I could cut the binds.

ROBIN: Yeah, and we could get out of here.

STEVE: Gotcha. Okay, yeah, we can do that. Yeah, we can totally do that.

ROBIN: Yeah.

STEVE: Those morons. They left scissors in here?

ROBIN: Yeah, morons.

Robin chuckles.

STEVE: Total morons. Okay.

ROBIN: Okay, so, on the count of three, we're gonna hop.

STEVE: Okay, good, hop on three. I gotcha.

ROBIN: All right. One, two, three.

Steve and Robin hop to the side, succeeding in moving the chairs over slightly.

ROBIN (CONT'D): Okay, that worked.

STEVE: Okay.

ROBIN: All right. Uh, let's try again.

STEVE: Right.

STEVE and ROBIN (IN UNISON): One, two, three.

Steve and Robin hop to the side, succeeding in moving the chairs over slightly.

ROBIN: Holy shit, this is gonna work!

STEVE: We're close. Ready?

ROBIN: Okay.

STEVE and ROBIN (IN UNISON): One, two, three.

Steve and Robin hop to the side. Instead of the chairs moving over, they fall to the side, taking Steve and Robin with them. Steve and Robin grunt as they hit the floor, then groan. Robin starts laughing slightly. Steve turns his head to try to look at her.

STEVE: It's okay, it's okay. Don't cry. Robin.

Robin laughs louder.

STEVE (CONT'D): Are you laughing?

Robin laughs.

ROBIN: Yeah.

Steve puts his head down.

STEVE: Jesus!

ROBIN: I'm sorry!

Robin laughs.

ROBIN (CONT'D): I'm so sorry. It's just...I can't believe...I'm gonna die in a secret Russian base with Steve "The Hair" Harrington. It's just too trippy, man.

STEVE: We're not gonna die. We're gonna get out of here, okay? Just...you gotta let me just think for a second.

ROBIN: Do you remember, um, Mrs. Click's sophomore history class?

Steve lifts his head slightly, shaking it in confusion.

STEVE: What?

ROBIN: Mrs. Clickity-Clackity. That's what us band dweebs called her.

Steve sighs, putting his head down.

ROBIN (CONT'D): It was first period, Tuesdays and Thursdays, so you were always late. And you always had the same breakfast. Bacon, egg, and cheese on a sesame bagel. I sat behind you two days a week for a year. Mister Funny. Mister Cool. The King of Hawkins High himself. Do you even remember me from that class?

Steve shakes his head slightly. Robin chuckles.

ROBIN (CONT'D): Of course you don't. You were a real asshole, you know that?

STEVE: Yeah, I know.

ROBIN: But it didn't even matter. It didn't matter that you were an ass. I was still...obsessed with you. Even though all of us losers pretend to be above it all, we still just wanna be popular...accepted, normal.

STEVE: If it makes you feel any better, having those things isn't all that great. Seriously.

Steve sighs.

STEVE (CONT'D): It just baffles me. Everything that people tell you is important, everything that people say you should care about, it's all just...

Steve chuckles.

STEVE (CONT'D): Bullshit. But I guess you gotta mess up to figure things out, right?

ROBIN: I hope so. I feel like my whole life has been...one big error.

Steve chuckles.

STEVE: Yep.

Steve laughs.

ROBIN: At least it can't get anymore messed up than this.

They both chuckle.

STEVE: You know, I wish I'd known you in Click's class.

ROBIN: Yeah?

STEVE: Really, I do.

Robin chuckles.

STEVE (CONT'D): Maybe you could've helped me pass the class. Maybe instead of being here, I'd be on my way to college right now.

ROBIN: And I would have no idea that there were evil Russians beneath our feet, and I would be happily slinging ice cream with some other schmuck.

They both chuckle.

STEVE: Gotta say, though, I liked being your schmuck. It was fun while it lasted.

ROBIN: It was.

A buzzer sounds and the door opens, making Steve and Robin lift their heads as Ozerov, Dr. Zharkov, and a group of soldiers walk into the room. Ozerov stands in front of them, looking down. He chuckles.

OZEROV: Where were you two going?

Ozerov shakes his head, clicking his tongue. Soldiers work to pick up the chairs before grabbing Steve and Robin and sitting them back down. Dr. Zharkov stands at the small table, working on putting together the gun with truth serum. Ozerov bends down in front of Steve.

OZEROV (CONT'D): Try telling the truth this time, yes? It will make your visit with Dr. Zharkov less painful.

Ozerov taps the side of Steve's head with the bruise. Steve tries to pull his head away. Ozerov moves to grab Steve's chin, making him wince and try to tilt his head away. Ozerov chuckles, smiling. He looks at Dr. Zharkov and nods. Dr. Zharkov walks away from the table and in front of Steve. Ozerov stands up and moves back.

STEVE: Wait a second. Wait. Hold on.

Dr. Zharkov moves to stand next to the space between Steve and Robin. They both try to lean away.

STEVE (CONT'D): Okay! Wait, wait, wait! What is that thing?

DR. ZHARKOV: It will help you talk.

Dr. Zharkov grabs Steve's head and tilts it to gain access to his neck.

STEVE: Did you even clean that thing?!

Dr. Zharkov holds Steve's head still as he uses the truth serum gun to stab a needle into his neck. Steve screams.

INT. HOPPER'S CABIN – LOUNGE ROOM – DAY

Eleven sits on the floor in front of the TV, blindfold around her head and TV playing static. Lucas, Max, Will, and Mike sit on couches. Nancy and Jonathan sit on an armchair. They all watch Eleven in silence. Eleven's breathing becomes heavy. She quickly takes the blindfold off, panting.

MAX: What's he doing now?

Eleven turns around to look at Max.

INT. HOPPER'S CABIN – KITCHEN – DAY

Eleven turns the tap on and fills a glass with water, turning the tap off before quickly drinking the water.

NANCY (O.S.): And that's not normal, right?

INT. HOPPER'S CABIN – LOUNGE ROOM – DAY

Lucas, Max, and Will sit on the couch. Mike, Nancy, and Jonathan stand nearby.

MAX: Billy staying in his room on the Fourth of July? No, that's not normal.

WILL: He wants us to find him.

NANCY: Yeah, that's what I'm afraid of. If we go to Billy, then the rest of the flayed know where we are.

MIKE: It's a trap, I agree. We'll be ambushed.

LUCAS: We won't be surprised. We'll know that they're coming, and we will kick their flayed butts.

MAX: You mean El will kick their butts.

INT. HOPPER'S CABIN – KITCHEN – DAY

Eleven walks over to the counter, setting her glass down. She stares at a box of Lucky Charms before picking them up.

ELEVEN (O.S.): Papa!

Flashback to #205. A hallway in Hawkins Lab. The door with a rainbow on the door frame.

FLSHBCK – INT./EXT. VOID

Eleven stands in front of Terry as she sits in the rocking chair, mumbling. Terry looks at Eleven.

TERRY: No.

Terry grabs Eleven's arm.

Flashback to #205. A hallway in Hawkins Lab. Terry is dragged away from the Rainbow Room by guards.

Flashback to #205. A room in Hawkins Lab. Terry is electrocuted.

Flashback to #205. The Ives lounge room. Becky kneels on the floor beside Terry.

Flashback to #205. A hospital room. A vase of sunflowers on a small table.

FLSHBCK – INT. HAWKINS LAB – HALLWAY – DAY

The door with the rainbow on the door frame.

TERRY (CONT'D)(O.S.): Rainbow.

Flashback to #205. The Rainbow Room. A close-up of Kali's face.

Flashback to #205. The Ives kitchen. Terry loads a gun with bullets.

Flashback to #205. A room in Hawkins Lab. Terry is electrocuted.

Flashback to #205. The Ives lounge room. Becky kneels on the floor beside Terry.

Flashback to #205. An operating room. A crying baby Eleven is taken from Terry.

Flashback to #205. A hospital room. A vase of sunflowers on a small table.

FLSHBCK – INT. IVES HOUSE – KITCHEN – DAY

Terry kneels in front of the safe, clicking the combination.

TERRY (CONT'D)(O.S.): Three to the right, four to the left.

Flashback to #205. The Ives kitchen. Terry opens the safe and finds a gun.

Flashback to #205. The Rainbow Room. A close-up of Kali's face.

Flashback to #205. The Rainbow Room. Young Eleven plays.

Flashback to #205. A hallway in Hawkins Lab. The door with a rainbow on the door frame.

Flashback to #205. Inside Hawkins Lab. Terry shoots a guard.

Flashback to #205. The Rainbow Room. Young Kali plays.

Flashback to #205. A room in Hawkins Lab. Terry is electrocuted.

Flashback to #205. A hospital room. A vase of sunflowers on a small table.

Flashback to #205. A hallway in Hawkins Lab. The door with a rainbow on the door frame.

Flashback to #205. The Rainbow Room. Terry is dragged away by guards.

Flashback to #205. A hallway in Hawkins Lab. The door with a rainbow on the door frame.

Flashback to #205. The Ives kitchen. Terry opens the safe and finds a gun.

Flashback to #205. The Rainbow Room. A close-up of Kali's face.

Flashback to #205. An operating room. A crying baby Eleven is taken from Terry.

Flashback to #205. The Rainbow Room. A close-up of Kali's face.

Flashback to #205. A hospital room. A vase of sunflowers on a small table.

Flashback to #205. A hallway in Hawkins Lab. The door with a rainbow on the door frame.

Flashback to #205. A hospital room. A vase of sunflowers on a small table.

Flashback to #205. A hallway in Hawkins Lab. The door with a rainbow on the door frame.

Flashback to #205. A room in Hawkins Lab. Ray turns the dial on the machine.

FLASHBACK – INT. HAWKINS MEMORIAL HOSPITAL – PATIENT ROOM – DAY

A vase of sunflowers on a small table.

TERRY (CONT'D)(O.S.): Sunflower.

Flashback to #205. A hallway in Hawkins Lab. The door with a rainbow on the door frame.

Flashback to #205. A hospital room. A vase of sunflowers on a small table.

Flashback to #205. The Rainbow Room. Young Eleven plays.

Flashback to #205. A hallway in Hawkins Lab. The door with a rainbow on the door frame.

Flashback to #205. A hospital room. A vase of sunflowers on a small table.

Flashback to #205. A hallway in Hawkins Lab. The door with a rainbow on the door frame.

TERRY (CONT'D)(O.S.): Rainbow.

INT. HOPPER'S CABIN – KITCHEN – DAY

Eleven lowers the Lucky Charm box and looks towards the lounge room.

MIKE (O.S.): It's too risky.

NANCY (O.S.): Yeah, and it's unnecessary.

INT. HOPPER'S CABIN – LOUNGE ROOM – DAY

NANCY (CONT'D): Killing the flayed won't stop the Mind Flayer. We have to find out where it's spreading from. We have to find the source.

ELEVEN: Billy knows it.

The group looks up to see Eleven walking towards them.

ELEVEN (CONT'D): Billy's been there. To the source.

MIKE: Yeah, but-

ELEVEN: It's a trap. I know. We can't go to Billy, but I think there's another way. A way for me to see where he's been.

INT. HOPPER'S CABIN – LOUNGE ROOM – DAY

Eleven turns the TV on static and lays the blindfold out in front of her. Nancy and Jonathan sit on the armchair. Max sits on the ground in front of the couch, on the other side of the coffee table. Mike moves from one of the couches to kneel next to Eleven, making Max turn to look.

MIKE: El, I know you think you have to do this, but you don't.

Max rolls her eyes.

MIKE (CONT'D): It's just, you've only done this before once. And your mum, she loved you, and wanted you to know what happened. And Billy's mind is...is sick, diseased. The Mind Flayer is in him.

Eleven looks at Mike.

ELEVEN: He can't hurt me. Not in there.

MIKE: We don't know that.

Eleven turns to Mike, taking his hand.

ELEVEN: Mike. I need you to trust me.

Mike looks at Max, who raises her eyebrows. He looks at Eleven.

MIKE: Yeah. Just...be careful.

Eleven nods. Mike moves back to the couch. Max sits on the other couch, with Lucas and Will walking in from the kitchen to sit beside her. Eleven closes her eyes, tying the blindfold around her head.

INT./EXT. VOID

Billy sits on his bed, staring straight ahead. Eleven slowly walks towards him, taking shaky breaths. She stands in front of him, looking down. She looks nervous. She exhales sharply.

INT. HARGROVE HOUSE – BILLY'S ROOM – DAY

Billy sits on his bed, staring straight ahead.

INT./EXT. VOID

Eleven glances down before gently taking Billy's hand, holding it between them.

ELEVEN: Billy. Can you hear me? I want to see. I want to see what happened.

INT. HARGROVE HOUSE – BILLY'S ROOM – DAY

Billy looks in the direction of where Eleven is in the Void.

INT./EXT. VOID

Billy looks up at Eleven. His eyes widen slightly. Eleven lets out a small gasp. Then Billy grabs Eleven's arm roughly. She looks down at it before looking back at him, confused. She tries to pull her arm away, but he's too strong.

INT. HOPPER'S CABIN – LOUNGE ROOM – DAY

Eleven breathes heavily, whimpering. She looks panicked.

MIKE: Something's wrong.

The others look at Mike, concerned.

INT./EXT. VOID

Eleven tries to pull her arm away, but Billy is too strong.

ELEVEN: Ow! Stop! No! No! No! No!

Billy lets go of Eleven's arm. She falls backwards in slow motion, her scream silent.

Flashback to #304. The Hawkins Community Pool sauna. Billy yelling as black tendrils spread around his body.

Flashback to #304. The Brimborn Steelworks basement. The Spider Monster walks towards Tom and Janet, snarling.

Eleven falls backwards in slow motion, her scream silent.

Flashback to #304. The Hawkins Community Pool weight room. Billy holding Eleven up in the air by her throat, strangling her. Eleven gasping for breath and trying to get him to drop her.

Flashback to #304. The Brimborn Steelworks basement. The Spider Monster walks towards Tom and Janet, snarling. It reaches a tendril out and latches onto Tom's face.

Eleven falls backwards in slow motion, her scream silent.

Flashback to #302. The Hawkins Community Pool storage room. Billy drinks bleach.

Flashback to #303. The Void. Billy turns his body to face Eleven. He disappears into smoke.

Flashback to #303. Outside the Holloway house. Billy watches Max and Eleven leave on Max's bike through the small window next to the door. Black tendrils snake in the whites of his eyes.

Flashback to #303. The Void. Heather sits up in the bath, gasping.

Flashback to #303. The Void. Heather is dragged under the water.

Eleven falls backwards in slow motion, her scream silent.

Flashback to #302. The Brimborn Steelworks basement. The Spider Monster latches a tendril onto Billy's face.

Flashback to #302. The Brimborn Steelworks basement. Billy kneels next to the tied-up Heather. Heather looks in the direction of the Spider Monster, screaming.

Flashback to #302. A Hawkins payphone. The lights in the payphone flicker. Billy looks around as the lights flicker off, and the world looks like the Upside Down.

Flashback to #301. Brimborn Steelworks. Billy grunts and yells as he tries to fight with whatever is trying to pull him down to the basement.

Flashback to #301. Outside Brimborn Steelworks. Billy is attacked by a Spider Monster tendril as it knocks him off his feet.

Eleven falls backwards in slow motion, her scream silent.

Flashback to #304. The Brimborn Steelworks basement. The Spider Monster walks towards Tom and Janet, snarling.

Eleven falls backwards in slow motion, her scream silent.

Flashback to #301. Outside Brimborn Steelworks. Billy loses control of his car and crashes into a bush.

EXT. CALIFORNIA BEACH – BILLY’S MINDSCAPE

Eleven lands on her back on the sand, the tide washing over her. She coughs. Distorted screaming can be heard. Eleven quickly rolls onto her stomach and pushes herself up slightly, looking around. Seagulls squawk, flying away. Eleven moves around on her knees, looking around. Distorted wailing can be heard. She pushes herself to be standing, looking around.

MIKE (O.S.): (echoing) El, are you okay?

INT. HOPPER’S CABIN – LOUNGE ROOM – DAY

Eleven’s breathing has calmed down, but she still looks slightly panicked.

MIKE (CONT’D): Are you okay?

Eleven sighs softly.

ELEVEN: (softly) I’m okay.

MIKE: What’s going on?

ELEVEN: I’m...on a beach.

LUCAS: Okay, I may be dense, but the last I checked, there weren’t any beaches in Hawkins.

MAX: What else do you see?

EXT. CALIFORNIA BEACH – BILLY’S MINDSCAPE

Billy’s mother comes into focus. She’s blonde, and wears a white dress over her blue togs.

ELEVEN (O.S.): A woman.

INT. HOPPER’S CABIN – LOUNGE ROOM – DAY

ELEVEN (CONT’D): She’s...pretty. I...I think she’s looking at me.

EXT. CALIFORNIA BEACH – BILLY’S MINDSCAPE

Billy’s mother laughs and waves, smiling. Eleven tilts her head slightly in confusion.

BILLY'S MOTHER: Woo! Yeah!

Billy's mother claps. Eleven turns her head to see a young Billy running out of the surf towards the woman, carrying a surfboard. He drops the board and runs towards his mother.

BILLY'S MOTHER (CONT'D): You did it!

INT. HOPPER'S CABIN – LOUNGE ROOM – DAY

ELEVEN: There's...a boy.

EXT. CALIFORNIA BEACH – BILLY'S MINDSCAPE

Young Billy runs up to his mother.

YOUNG BILLY: Did you see that?

BILLY'S MOTHER: Yeah, I saw that!

Billy's mother kisses young Billy's forehead.

YOUNG BILLY: That was at least seven feet.

BILLY'S MOTHER: Well, I don't know what it was, but it almost gave me a heart attack.

YOUNG BILLY: Ten more minutes?

Billy's mother looks at the surf.

BILLY'S MOTHER: Yeah, okay, ten more minutes.

YOUNG BILLY: Okay.

Young Billy runs over to his surfboard.

BILLY'S MOTHER: But any longer than that, Dad's gonna be mad, okay?

YOUNG BILLY: Okay!

Young Billy picks up his surfboard and starts running into the surf.

BILLY'S MOTHER: Billy?

Young Billy looks at his mother. Eleven looks at her.

BILLY'S MOTHER (CONT'D): Watch out for rip currents!

YOUNG BILLY: I know.

Young Billy runs into the surf.

INT. HOPPER'S CABIN – LOUNGE ROOM – DAY

ELEVEN: It's Billy.

MAX: It's California. It's a memory.

EXT. CALIFORNIA BEACH – BILLY'S MINDSCAPE

Young Billy swims out. There's a distant rumbling. Eleven looks in its direction.

INT. HOPPER'S CABIN – LOUNGE ROOM – DAY

ELEVEN: I think I see it. The source.

Everyone looks at each other.

EXT. CALIFORNIA BEACH – BILLY'S MINDSCAPE

Eleven takes a few deep breaths and starts walking towards the source. It's a giant thunderstorm, cracking and rumbling with lightning and thunder. The base of it is red, but the entire thing flashes red every so often. It looms over the beach.

EXT. MURRAY'S WAREHOUSE – FRONT YARD – DAY

There's the sound of a rotary phone dialling.

MURRAY (O.S.): Two minutes, Jim.

INT. MURRAY'S WAREHOUSE – DINING ROOM – DAY

Hopper leans against the dining room table, dialling a number on Murray's rotary phone. Murray and Joyce stand nearby.

MURRAY (CONT'D): It's a secure line, but any longer than that and they could trace you.

Hopper stands up.

HOPPER: Yeah, I want 'em to trace me.

MURRAY: What?

Hopper clears his throat.

INT. 'PHILADELPHIA PUBLIC LIBRARY' – DAY

A government man sits at a table. Phones labelled with different places rest in front of him. Clocks showing various times rest on the wall behind him.

GOVERNMENT MAN: Philadelphia Public Library.

INT. MURRAY'S WAREHOUSE – DINING ROOM – DAY

HOPPER: Uh...this is Jim Hopper...uh...police chief, Hawkins.

INT. 'PHILADELPHIA PUBLIC LIBRARY' – DAY

HOPPER (CONT'D)(ON PHONE): I got this number from Dr. Sam Owens.

GOVERNMENT MAN: What is your identification code?

INT. MURRAY'S WAREHOUSE – DINING ROOM – DAY

HOPPER: Identification code?

Hopper looks at Joyce.

JOYCE: You don't know it?

MURRAY: You must be joking.

HOPPER: Oh, no, no, I got it, I got it.

Hopper chuckles. He reaches into his pocket and grabs out his wallet.

HOPPER (CONT'D): I got it.

Hopper puts the phone between his ear and shoulder as he rummages through his wallet.

MURRAY: You wrote it down and kept it in your wallet?

Hopper makes a motion as if telling Murray to keep his voice down. Murray moves his hands and taps his watch with an annoyed expression as Hopper unfolds the paper. Hopper grabs the phone.

HOPPER: "Antique Chariot". Listen.

INT. 'PHILADELPHIA PUBLIC LIBRARY' – DAY

HOPPER (CONT'D)(ON PHONE): Um, tell Owens that the Russkies are opening the Gate.

INT. MURRAY'S WAREHOUSE – DINING ROOM – DAY

HOPPER (CONT'D): Now, he'll know what that means. Not about the Russkies, but about the Gate. Tell him there's an entrance at Starcourt Mall.

INT. 'PHILADELPHIA PUBLIC LIBRARY' – DAY

HOPPER (CONT'D)(ON PHONE): I know how to get in...

INT. MURRAY'S WAREHOUSE – DINING ROOM – DAY

HOPPER (CONT'D): But I need backup, a lot of backup.

Hopper looks at the middle of the phone, which has Murray's number written down.

HOPPER (CONT'D): Have him call me back here...

Murray realises what he's about to do and makes many motions to stop him. Hopper doesn't see.

HOPPER (CONT'D): At 618-625-8313.

Murray makes an annoyed motion with his hands.

INT. 'PHILADELPHIA PUBLIC LIBRARY' – DAY

GOVERNMENT MAN: Your message will be relayed.

The government man hangs up the phone.

INT. MURRAY'S WAREHOUSE – DINING ROOM – DAY

Hopper hangs up the phone and puts it on the dining room table, before walking through Murray and Joyce to the lounge room. Murray stands still, mouth open in shock.

JOYCE: So, now what?

HOPPER: Now, we, uh...

INT. MURRAY'S WAREHOUSE – LOUNGE ROOM – DAY

Hopper pulls out a cigarette.

HOPPER (CONT'D): We wait.

Hopper sits down on the couch.

MURRAY: You compromised me, Jim. You do realise that, don't you? I'm gonna have to relocate.

JOYCE: How long do we wait?

HOPPER: As long as it takes.

JOYCE: How can you just sit there being calm?

HOPPER: I am not calm!

JOYCE: Our kids are in danger!

HOPPER: You said they were at the festival!

JOYCE: Which is, like, ten minutes from the Gate!

Hopper sits with his eyes wide and mouth agape, not knowing what to say. Joyce scoffs and walks towards the dining room. Murray sits down.

HOPPER: What are you doing?

INT. MURRAY'S WAREHOUSE – DINING ROOM – DAY

Joyce picks up the phone.

HOPPER (CONT'D): Joyce?

Hopper pushes himself off the couch and starts walking to the dining room.

HOPPER (CONT'D): What are you doing?

INT. 'PHILADELPHIA PUBLIC LIBRARY' – DAY

The government man picks up the phone.

GOVERNMENT MAN: Philadelphia Public Library.

INT. MURRAY'S WAREHOUSE – DINING ROOM – DAY

Hopper stands next to Joyce.

JOYCE: Yes, hello. Uh, this is, uh, Antique Chariot's partner...

Hopper's eyes widen and he has to walk away.

JOYCE (CONT'D): Wheelbarrow.

INT. 'PHILADELPHIA PUBLIC LIBRARY' – DAY

JOYCE (CONT'D)(ON PHONE): I don't think Antique Chariot...

INT. MURRAY'S WAREHOUSE – DINING ROOM – DAY

Hopper walks towards Joyce.

JOYCE (CONT'D): Properly conveyed the urgency of our situation.

Hopper bends on his knees to be eye level with Joyce. She covers the receiver.

HOPPER: What are you doing?

JOYCE: I can't just sit around and wait for a call.

INT. 'PHILADELPHIA PUBLIC LIBRARY' – DAY

GOVERNMENT MAN: Ma'am, I'm gonna need you to stay calm.

JOYCE (ON PHONE): No.

INT. MURRAY'S WAREHOUSE – DINING ROOM – DAY

JOYCE (CONT'D): Don't you dare patronise me!

INT. 'PHILADELPHIA PUBLIC LIBRARY' – DAY

The government man seems a little shocked.

JOYCE (CONT'D)(ON PHONE): I don't know who you are...

INT. MURRAY'S WAREHOUSE – DINING ROOM – DAY

JOYCE (CONT'D): If you're some glorified secretary or what, but if you don't wanna lose your job, here's what's gonna happen. When I hang up, you're gonna get up off your ass...

INT. 'PHILADELPHIA PUBLIC LIBRARY' – DAY

JOYCE (CONT'D)(ON PHONE): And you're gonna go find Owens and tell him what's going on.

INT. MURRAY'S WAREHOUSE – DINING ROOM – DAY

JOYCE (CONT'D): We don't have time to talk about it and neither does he. He's gotta get to Hawkins, and he's gotta bring his men right now! Do you understand me?

INT. 'PHILADELPHIA PUBLIC LIBRARY' – DAY

GOVERNMENT MAN: Yes, yes, ma'am.

INT. MURRAY'S WAREHOUSE – DINING ROOM – DAY

JOYCE: Thank you. And good day.

Joyce hangs up the phone.

HOPPER: It's been exactly one minute, Joyce.

JOYCE: That's one minute too long.

INT. MURRAY'S WAREHOUSE – LOUNGE ROOM – DAY

Joyce walks past Hopper into the lounge room, walking over to Alexei and gently shaking him awake.

JOYCE (CONT'D): Alexei.

Alexei wakes up with a gasp.

ALEXEI: (in Russian) What's going on?

JOYCE: We gotta go. Vroom, vroom.

Joyce makes a motion as if accelerating on a motorbike.

JOYCE (CONT'D): Back to Hawkins. Come on.

Hopper throws his hands up.

JOYCE (CONT'D): Come on.

INT. MURRAY'S WAREHOUSE – FOYER – DAY

Joyce leads Alexei to the front door, followed by Hopper. Murray runs over to the coffee table in the lounge room and grabs a bunch of papers before running after them. He quickly grabs a folder from a dresser before leaving.

INT. STARCOURT MALL – RUSSIAN BASE – ROOM

Steve and Robin sit tied together to chairs. They look a little out of it.

STEVE: Honestly, I don't really feel anything. Do you?

ROBIN: I mean, I...I feel fine. I feel normal.

STEVE: Yeah, I feel...I feel fine. I kinda feel good.

They both chuckle.

ROBIN: Wanna know a secret?

STEVE: What?

ROBIN: I like it, too!

They both laugh.

ROBIN (CONT'D): I feel good.

STEVE: Morons. They messed up the drug.

ROBIN: They messed it up! Morons.

STEVE: Morons!

ROBIN: Hey, morons! Moron!

STEVE: Hey!

ROBIN: Mor-

STEVE: Whoa-oh!

ROBIN: Oh, no. There's definitely something wrong with us.

STEVE: Something's wrong.

The buzzer sounds, and the door opens. Ozerov, Dr. Zharkov, and a soldier walk in. Dr. Zharkov carries a bag and sets it down on a table, then starts rifling through. Ozerov walks around Robin before standing in front of Steve. Steve turns his head to see Dr. Zharkov puts various types of scissors and a

pair of pliers on the table. Robin chuckles nervously. Dr. Zharkov pulls a large knife out and admires it.

ROBIN: Would now be a good time to tell you that I don't like doctors?

Dr. Zharkov sets the knife down.

OZEROV: Let's try this again, yes?

Steve nods, licking the inside of his bottom lip.

OZEROV (CONT'D): Who do you work for?

STEVE: Scoops.

Steve and Robin chuckle.

STEVE (CONT'D): Scoops Ahoy.

Robin giggles.

OZEROV: How did you find us?

STEVE: Totally by accident.

Steve chuckles. Ozerov rolls his eyes slightly, looking at Dr. Zharkov.

OZEROV: (in Russian) More lies.

Dr. Zharkov tilts his head slightly before turning around, grabbing the pliers off the table. He then starts walking towards Steve.

STEVE: What is that shiny little toy?

ROBIN: Where you going with that, doc?

Dr. Zharkov stands in front of Steve.

STEVE: Whoa, whoa, hey, hey.

Dr. Zharkov grabs Steve's finger. Steve tries to pull it away but is unable to.

STEVE (CONT'D): Wait! No! Wait! Wait!

Dr. Zharkov uses the pliers to slowly start pulling on Steve's fingernail.

STEVE (CONT'D): Whoa, whoa, whoa, whoa, whoa!

ROBIN: There was a code! There was a code! We heard a code!

Dr. Zharkov looks up at Ozerov, still holding Steve's finger. Ozerov moves to stand in front of Robin.

OZEROV: Code. What code?

ROBIN: "The week is long. The silver cat feeds when blue meets yellow in the west". Blah, blah, blah. You broadcast that stupid spy shit all over town, and we picked it up on our Cerebro, and we cracked it in a day. A day! You think you're so smart, but a couple of kids who scoop ice cream for a living cracked your code in a day, and now, people know you're here.

OZEROV: Who knows we are here, (in Russian) little bitch?

STEVE: Uh, well, Dustin knows.

Robin turns her head.

ROBIN: Hey, Steve?

STEVE: Yeah, Dustin Henderson, he knows.

ROBIN: Steve!

Steve laughs.

OZEROV: Dustin Henderson.

Ozerov moves to stand in front of Steve.

OZEROV (CONT'D): It is your small, curly-haired friend?

STEVE: Oh, curly-haired. Great hair. Small. Kind of like a 'fro. Yeah.

OZEROV: Where is he?

STEVE: Oh, he's long gone, you big asshole.

Steve chuckles.

STEVE (CONT'D): And he's probably calling Hopper, and Hopper's calling the US cavalry.

Steve laughs.

STEVE (CONT'D): They're gonna come in here, commando-style, guns-a-blazin', and kick your sorry asses back to Russia. You're gonna be two pieces of toast.

Steve and Robin laugh. Ozerov bends down to be eye level with Steve.

OZEROV: Is that so?

STEVE: Yeah.

Steve and Robin laugh. Ozerov looks at Dr. Zharkov and laughs. An alarm starts blaring, making all four of them look towards the door. Soldiers can be heard yelling Russian outside. Ozerov looks at Steve. Steve shrugs, giving him a "told you so" look.

INT. STARCOURT MALL – RUSSIAN BASE – HALLWAY

Soldiers gather in the hallway, talking over each other. Ozerov walks towards them, speaking in Russian. He yells a command, making the soldiers stand at attention and salute, moving out of the way. Ozerov walks to the centre of the commotion to find the floor melted through, clearly with the green acid. He looks up, face twitching in anger.

INT. STARCOURT MALL – RUSSIAN BASE – ROOM

Dustin pushes open the door and runs towards Dr. Zharkov, yelling. He stabs Dr. Zharkov with the cattle prod, electrocuting him and making him scream. He hits the back wall before falling to the ground, dead. Dustin, Steve, and Erica stare at him in shock. Robin tries to crane her neck. Dustin drops the cattle prod and moves to start untying Steve and Robin. Robin tilts her head to try and look.

STEVE (CONT'D): Hey! Henderson! That's crazy, I was just talking about you.

ROBIN: Oh, my God!

DUSTIN: Get ready to run.

Dustin pulls at one of the ties.

EXT. CALIFORNIA BEACH – BILLY'S MINDSCAPE

Eleven walks towards the storm. She's closer now, the wind howling and whipping in her hair. The sky is dark, and the storm flashes red. She stops walking to look around, seeing particles in the air. She swipes at them, then holds her hand out.

NEIL (O.S.): Hey! Billy, stop!

INT./EXT. SOURCE

Eleven looks up to see a memory of Neil and Young Billy at the edge of the storm, partially obscured by sand in the air. Young Billy wears a baseball uniform and wears a baseball mitt. Neil wears a baseball hat and carries two baseball bats and a baseball mitt. Eleven slowly walks towards them.

NEIL (CONT'D): What the hell is wrong with you? What did we talk about, huh? You gotta slide!

YOUNG BILLY: I...I know.

NEIL: Wait. You're afraid you're gonna get hurt, is that it?

YOUNG BILLY: No.

NEIL: Well, what then? What? What did I raise, a pussy for a son?

Young Billy breaks away from Neil, throwing down his baseball mitt and running away.

YOUNG BILLY: Leave me alone!

NEIL: Hey!

Neil watches Young Billy run away.

NEIL (CONT'D): That's right, run! Like you always do!

Eleven runs after Young Billy. She turns to look at Neil as she runs past, looking slightly disgusted, before she turns to continue running after Young Billy. Neil bends down to pick up Young Billy's baseball mitt. Eleven runs after Young Billy, the storm getting stronger as she runs into it.

NEIL (CONT'D)(O.S.): Where were you last night? Where were you?

BILLY'S MOTHER (O.S.): I told you, I was with Wendy.

NEIL (O.S.): Stop lying to me!

Eleven loses sight of Young Billy. She stops running and looks around.

BILLY'S MOTHER: I'm not lying to you!

Eleven catches sight of another memory in the storm. Neil and Billy's mother stand facing each other. Billy sits at a table, watching them.

NEIL: You saw him again, didn't you?

Neil grabs Billy's mother's arm. Billy stands up.

NEIL (CONT'D): Didn't you?!

Billy's mother pushes Neil away.

BILLY'S MOTHER: Get away from me!

Billy's mother grabs a plate from the table and throws it at Neil.

BILLY'S MOTHER (CONT'D): I said, get away!

NEIL: You...you whore!

Young Billy runs towards Neil.

YOUNG BILLY: Stop it!

NEIL: Bitch!

Young Billy wraps his arms around Neil's waist and tries to push him back.

YOUNG BILLY: Don't hurt her!

BILLY'S MOTHER: No!

YOUNG BILLY: Don't hurt her!

Neil throws Young Billy off. Eleven covers her mouth in shock.

BILLY'S MOTHER (O.S.): You bastard!

Neil walks over to Billy's mother and slaps her. She falls to the ground. Young Billy runs over to her.

YOUNG BILLY: Mum!

The storm gets worse.

YOUNG BILLY (CONT'D)(O.S.): I don't understand. Why not? Please, Mum, don't do this.

Eleven catches sight of another memory. Billy sits on the floor beside his bed, on the phone with his mother. Eleven walks towards him.

YOUNG BILLY (CONT'D): Please come home.

Billy's mother speaks indistinctly on the other end.

YOUNG BILLY (CONT'D): No. How long? How long?! I miss you.

Eleven turns around.

YOUNG BILLY (CONT'D)(O.S.): Get back here!

Eleven catches sight of another memory. Young Billy kneels over another boy, beating him up.

YOUNG BILLY (CONT'D): Get up! What, are you scared to fight me? You scared?

Young Billy stands up and starts kicking the boy.

YOUNG BILLY (CONT'D): Get up and fight me, pussy! Pussy!

Eleven looks around. She catches sight of another memory. Neil stands next to Young Max, introducing her to Young Billy. Eleven walks towards them.

NEIL: Billy, come over here, I want you to meet someone. This is your new sister. Her name's Maxine.

YOUNG MAX: Max.

NEIL: Shake her hand.

BILLY (O.S.): Who's there?

Eleven looks away from the memory when she hears Billy's voice, looking around for him.

NEIL (O.S.): I said, shake her hand.

BILLY (O.S.): I said, who's there?!

Billy screams. Eleven pushes her way through the storm, seeing an obscured Brimborn Steelworks with Billy's car parked outside. Billy screams. Eleven pushes her way through the storm, holding her arms up. Billy screams. The storm slowly subsides, making Eleven look around in confusion. It's still swirling around her. She's inside the storm. Eleven walks towards Brimborn Steelworks, a red tinge to everything. She looks at Billy's car as she walks past. The headlights are on, and the windshield is cracked. It's empty. She looks up at the storm.

INT. HOPPER'S CABIN – LOUNGE ROOM – NIGHT

ELEVEN: I think I found it.

Eleven pants.

ELEVEN (CONT'D): The source.

MAX: Where, El. Where are you?

INT./EXT. SOURCE

Eleven looks around. She catches sight of the Brimborn Steelworks sign.

ELEVEN: Brimborn...Steelworks.

INT. HOPPER'S CABIN – LOUNGE ROOM – NIGHT

Jonathan jumps off the couch and runs into the kitchen, grabbing the phone book. He walks back to the lounge room, flicking through the phone book. Nancy walks over to him.

JONATHAN: Here. Okay, uh, steelworks, steelworks...uh...

Jonathan finds the right page, then tries to find the right spot.

JONATHAN (CONT'D): Here, steel. Uh...

Jonathan finds Brimborn Steelworks on the page.

JONATHAN (CONT'D): Found it. 6522 Cherry Oak Drive.

NANCY: That's close.

MIKE: El, El, we found it. Get out of there. Get out.

INT./EXT. SOURCE

Eleven closes her eyes.

Flashback to #301. Outside Brimborn Steelworks. Billy loses control of his car and crashes into a bush.

Flashback to #306. The Void. Reversed: Eleven falls backwards in slow motion, her scream echoing.

Flashback to #304. The Brimborn Steelworks basement. Reversed: the Spider Monster walks towards Tom and Janet, snarling.

Flashback to #306. The Void. Reversed: Eleven falls backwards in slow motion, her scream echoing.

Flashback to #301. Outside Brimborn Steelworks. Billy is attacked by a Spider Monster tendril as it knocks him off his feet.

Flashback to #301. Brimborn Steelworks. Billy grunts and yells as he tries to fight with whatever is trying to pull him down to the basement.

Flashback to #302. A Hawkins payphone. The lights in the payphone flicker. Billy looks around as the lights flicker off, and the world looks like the Upside Down.

Flashback to #302. The Brimborn Steelworks basement. Billy kneels next to the tied-up Heather. Heather looks in the direction of the Spider Monster, screaming.

Flashback to #302. The Brimborn Steelworks basement. Reversed: the Spider Monster latches a tendril onto Billy's face.

Flashback to #306. The Void. Reversed: Eleven falls backwards in slow motion, her scream echoing.

Flashback to #303. The Void. Reversed: Heather is dragged under the water.

Flashback to #303. The Void. Reversed: Heather sits up in the bath, gasping.

Flashback to #303. Outside the Holloway house. Reversed: Billy watches Max and Eleven leave on Max's bike through the small window next to the door. Black tendrils snake in the whites of his eyes.

Flashback to #303. The Void. Reversed: Billy turns his body to face Eleven. He disappears into smoke.

Flashback to #302. The Hawkins Community Pool storage room. Reversed: Billy drinks bleach.

Flashback to #306. The Void. Reversed: Eleven falls backwards in slow motion, her scream echoing.

Flashback to #304. The Brimborn Steelworks basement. Reversed: the Spider Monster walks towards Tom and Janet, snarling. It reaches a tendril out and latches onto Tom's face.

Flashback to #304. The Hawkins Community Pool weight room. Reversed: Billy holding Eleven up in the air by her throat, strangling her. Eleven gasping for breath and trying to get him to drop her.

Flashback to #306. The Void. Reversed: Eleven falls backwards in slow motion, her scream echoing.

Flashback to #304. The Brimborn Steelworks basement Reversed: the Spider Monster walks towards Tom and Janet, snarling.

Flashback to #304. The Hawkins Community Pool sauna. Reversed: Billy yelling as black tendrils spread around his body.

Flashback to #306. The Void. Reversed: Billy lets go of Eleven's arm.

INT. HOPPER'S CABIN – LOUNGE ROOM – ELEVEN'S MINDSCAPE

The group is gone. Eleven pulls the blindfold off, panting. She turns around to see the cabin empty. She looks confused.

ELEVEN: Mike? Mike? Mike?

Eleven stands up, looking around.

ELEVEN (CONT'D): Mike! Mike!

BILLY (O.S.): (distorted) He can't hear you.

Eleven turns to see Billy walk out of Hopper's room. She gasps.

BILLY (CONT'D): (distorted) You shouldn't have looked for me. Because now I see you.

Billy puts out his cigarette in the ashtray next to the door. Billy slowly starts walking towards Eleven. She backs away, looking scared.

BILLY (CONT'D): (distorted) Now we can all see you.

EXT. HOLLOWAY HOUSE – FRONT YARD – NIGHT

Heather opens the door and steps out onto the porch, followed by Janet. They're both sweating profusely, their clothes stained. Together, they walk away from the house.

EXT. FUN FAIR – NIGHT

People run around, cheering and laughing. Fireworks go off. Heather and Janet walk through the fairgrounds.

INT. HOPPER'S CABIN – LOUNGE ROOM – ELEVEN'S MINDSCAPE

Billy slowly walks towards Eleven as she backs away.

BILLY (CONT'D): (distorted) You...let us in.

Flashback to #106. The Void. Eleven pokes the Demogorgon's back. It turns around and roars at her, mouth wide.

Flashback to #106. The Bath room. Cracks form on the walls. People scream and run around.

BILLY (CONT'D): (distorted) And now...you are going to have to let us stay.

Tears well in Eleven's eyes.

EXT. FUN FAIR – NIGHT

Children run around. David leaves the barbecue and walks away. His wife looks confused, interrupting her chat with her friend.

DAVID'S WIFE: David, where are you going?

David doesn't answer. His wife's friend turns around.

DAVID'S WIFE (CONT'D): David?

The meat on the grill catches fire. Kids play with fireworks, cheering as they're set off. Adam walks away from them. A kid notices.

FIREWORKS KID: Adam!

Adam doesn't answer.

FIREWORKS KID (CONT'D): You're gonna miss it! Adam!

The kid stares after Adam, confused.

INT. HOPPER'S CABIN – LOUNGE ROOM – ELEVEN'S MINDSCAPE

Billy slowly walks towards Eleven as she backs away.

BILLY: (distorted) Don't you see? All this time, we've been building it.

Eleven starts crying. Tears well in Billy's eyes.

BILLY (CONT'D): (distorted) We've been building it...for you.

EXT. BRIMBORN STEELWORKS – NIGHT

Heather, Janet, and a multitude of flayed Hawkins citizens walk towards the building.

BILLY (CONT'D)(O.S.): (distorted) All that work...

INT. HOPPER'S CABIN – LOUNGE ROOM – ELEVEN'S MINDSCAPE

Billy slowly walks towards Eleven as she backs away.

BILLY (CONT'D): (distorted) All that pain...all of it...for you.

Eleven hits the kitchen counter.

INT. BRIMBORN STEELWORKS – MAIN FLOOR – NIGHT

The flayed walk towards the basement door.

INT. HOPPER'S CABIN – LOUNGE ROOM – ELEVEN'S MINDSCAPE

Billy slowly walks towards Eleven as she backs away.

BILLY (CONT'D): (distorted) And now it's time. Time to end it. And we are going to end you.

Eleven sobs. A small tear falls from Billy's eye.

BILLY (CONT'D): (distorted) And when you are gone, we are going to end your friends.

ELEVEN: No!

BILLY: (distorted) And then we are going to end...everyone.

A tear rolls down Billy's cheek.

ELEVEN: Get away!

Eleven screams, lifting her hand and using her powers to throw Billy across the room.

INT. HOPPER'S CABIN – LOUNGE ROOM – NIGHT

Eleven rips the blindfold off.

ELEVEN (CONT'D): No!

Everyone looks concerned. Mike kneels next to Eleven, pulling her in. She panics, her hands all over the place.

MIKE: El, you're okay. It's...it's okay.

Eleven clutches onto Mike tightly.

MIKE (CONT'D): El.

Eleven sobs.

INT. BRIMBORN STEELWORKS – BASEMENT – NIGHT

The flayed walk down the stairs towards the Spider Monster, led by Heather. It shrieks. As soon as Heather gets close enough, her body convulses and starts to turn into sludge. Her clothes stain red with blood. She falls to the ground, the sludge slowly moving towards the Spider Monster. It moves an arm next to the sludge, sucking it up and making it part of it. Janet turns to sludge, becoming part of the Spider Monster. One by one, the flayed all turn into sludge and become part of the Spider Monster. It grows with each new addition, growing in size and sprouting bony spikes.

EXT. BRIMBORN STEELWORKS – NIGHT

The gate over the basement lifts slightly as the Spider Monster pounds on it, before it flies open. The Spider Monster smashes its arms through the ground to stand on the higher level, shrieking. It roars.

Cut to black.

END EPISODE.